AMENDMENTS TO THE CLAIMS

For the convenience of the Examiner, all claims have been presented whether or not an amendment has been made. The claims have been amended as follows:

1. **(Currently Amended)** A system, comprising:

a finite state machine operating within a portable thread environment **wherein a plurality of threads communicate with each other**; and

one or more PTE message generators configured to pass event information contained in PTE messages to the finite state machine, wherein the finite state machine changes states according to the event information.

2. **(Original)** The system of claim 1, wherein the event information comprises one or more events passed to a thread and a present state of the finite state machine.

3. **(Original)** The system of claim 2, wherein the finite state machine comprises:

a message interpreter configured to accept the PTE messages; wherein the interpreter maps the messages to actions using the look-up table.

4. **(Currently Amended)** The system of claim 3, wherein the finite state machine further comprises:

a storage device for storing the one or more actions, **said actions used to generate PTE messages**.

5. **(Original)** The system of claim 4, wherein the finite state machine further comprises:

a state changer configured to change the state of the finite state machine based upon event information and the previous state of the finite state machine.

6. **(Currently Amended)** A method comprising:

receiving PTE messages by a finite state machine in a portable thread environment, wherein the messages contain event information **comprising the present state of the finite state machine**;

mapping the state transition information with actions stored in a storage device; and

changing from a first state to a second state based upon the first state and the event information.

7. **(Original)** The method of claim 6, wherein the finite state machine stays in the first state based upon the first state and the actions.

8. **(Original)** The method of claim 7, further comprising:

generating state machine events relating to the state of the finite state machine.

9. **(Original)** The method of claim 8, further comprising:

distributing the state machine events between one or more threads in the portable thread environment.

10. **(Original)** The method as in claim 9, further comprising:

distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.

11. **(Currently Amended)** A system, comprising:

means for receiving PTE messages by a finite state machine in a portable thread environment, wherein the messages contain event information **comprising the present state of the finite state machine**;

means for mapping the event information with actions stored in a storage device; and

means for changing from a first state to a second state based upon the first state and the event.

12. **(Original)** The system of claim 11, wherein the finite state machine stays in the first state based upon the first state and the event.

13. **(Currently Amended)** The system of claim 12, further comprising:

means for generating state machine events ~~indicating~~ **relating to** a state of the finite state machine.

14. **(Original)** The system of claim 13, further comprising:

means for distributing the state machine events between one or more threads in the portable thread environment.

15. **(Original)** The system of claim 14, further comprising:

means for distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.

16. **(Currently Amended)** A computer-readable medium having stored thereon a plurality of instructions, said plurality of instructions when executed by a computer, cause said computer to perform:

receiving PTE messages by a finite state machine in a portable thread environment, wherein the messages contain event information **comprising the present state of the finite state machine**;

mapping the event information with actions stored in a storage device; and

changing from a first state to a second state based upon the first state and the event.

17. **(Original)** The computer-readable medium of claim 16, wherein the finite state machine stays in the first state based upon the first state and the events.

18. **(Currently Amended)** The computer-readable medium of claim 17 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

generating state machine events ~~indicating~~ **relating to** a state of the finite state machine.

19. **(Original)** The computer-readable medium of claim 18 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

distributing the state machine events between one or more threads in the portable thread environment.

20. **(Original)** The computer-readable medium of claim 19 having stored thereon additional instructions, said additional instructions when executed by a computer, cause said computer to further perform:

distributing the state machine events between one or more threads in the portable thread environment and a second portable thread environment.